

Curious and Interesting Things

Last updated: 2019/01/14, 22:05:08

Complex Networks | @networksvox
CSYS/MATH 303, Spring, 2019

Random
Randomness
References

Prof. Peter Dodds | @peterdodds

Dept. of Mathematics & Statistics | Vermont Complex Systems Center
Vermont Advanced Computing Core | University of Vermont



Licensed under the *Creative Commons Attribution-NonCommercial-ShareAlike 3.0 License*.



These slides are brought to you by:

COcoNuTS
@networksvox
Interesting Things

Sealie & Lambie
Productions



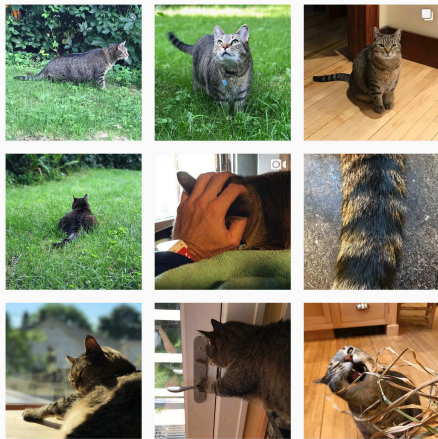
Random
Randomness
References



These slides are also brought to you by:



COcoNuTS
@networksvox
Interesting Things

Special Guest Executive Producer



Random
Randomness
References



 On Instagram at [pratchett_the_cat](https://www.instagram.com/pratchett_the_cat) 



Outline

COcoNuTS
@networksvox

Interesting Things

Random

Randomness

References

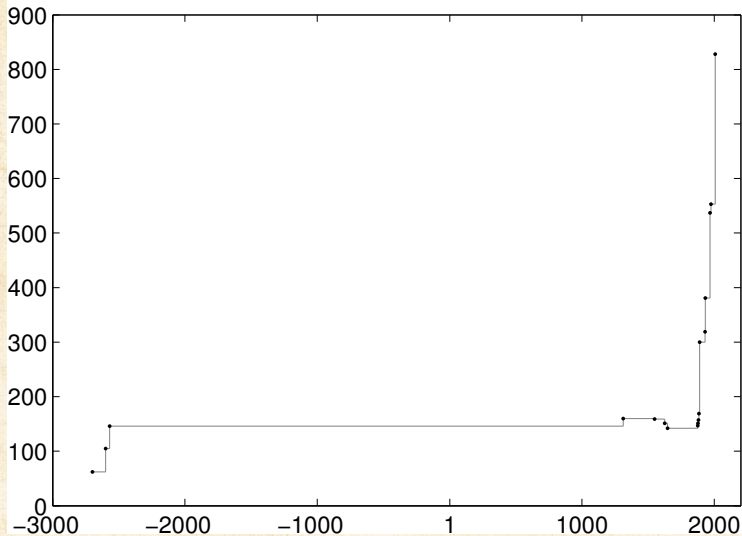
Random

Randomness

References



What's this?



Random
Randomness
References



Advances in sociotechnical algorithms:



“Mastering the game of Go with deep neural networks and tree search”[↗](#)

Silver and Silver,
Nature, **529**, 484–489, 2016. [\[6\]](#)

Random
Randomness
References

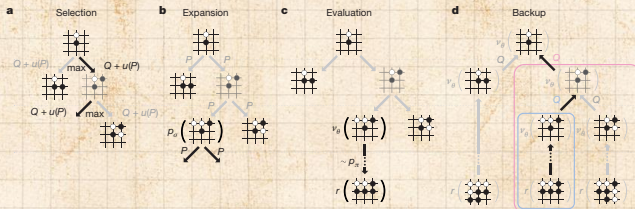


Figure 3 | Monte Carlo tree search in AlphaGo. **a.** Each simulation traverses the tree by selecting the edge with maximum action value Q , plus a bonus $u(P)$ that depends on a stored prior probability P for that edge. **b.** The leaf node may be expanded; the new node is processed once by the policy network p_π and the output probabilities are stored as prior probabilities P for each action. **c.** At the end of a simulation, the leaf node

is evaluated in two ways: using the value network v_θ , and by running a rollout to the end of the game with the fast rollout policy p_π , then computing the winner with function r . **d.** Action values Q are updated to track the mean value of all evaluations $r(\cdot)$ and $v_\theta(\cdot)$ in the subtree below that action.



Nature News (2016): [Digital Intuition](#) [↗](#)




Wired (2012): [Network Science of the game of](#)

[Go](#) [↗](#)



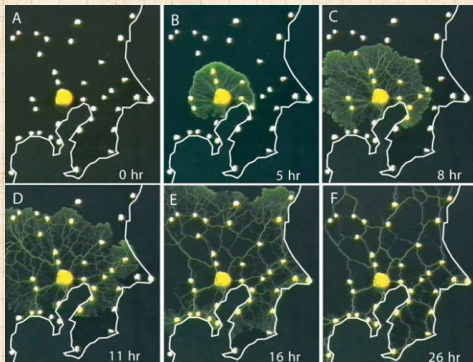


"Rules for Biologically Inspired Adaptive Network Design"


Tero et al.,
Science, **327**, 439-442, 2010. 

COcoNuTS
@networksvox
Interesting Things

Random
Randomness
References



Urban deslime in action:

<https://www.youtube.com/watch?v=GwKuFREOgmo> 





"Citations to articles citing Benford's law: A Benford analysis"

Tariq Ahmad Mir,

Preprint available at

<http://arxiv.org/abs/1602.01205>, 2016. ^[4]

COcoNuTS
@networksvox

Interesting Things

Random

Randomness

References

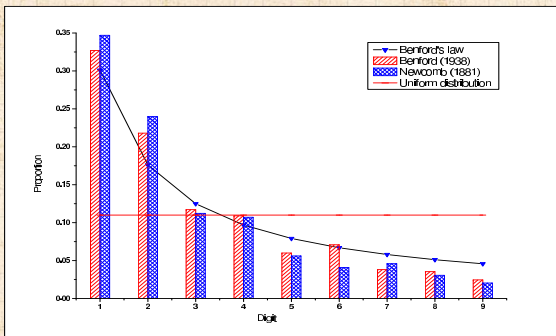



Fig. 1: The observed proportions of first digits of citations received by the articles citing FB and SN on September 30, 2012. For comparison the proportions expected from BL and uniform distributions are also shown.



Applied knot theory:



"Designing tie knots by random walks" 

Fink and Mao,
Nature, **398**, 31–32, 1999. ^[1]

Random
Randomness
References

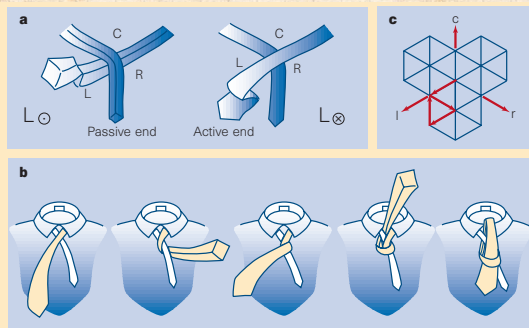



Figure 1 All diagrams are drawn in the frame of reference of the mirror image of the actual tie.
a. The two ways of beginning a knot, L_{\ominus} and L_{\otimes} . For knots beginning with L_{\ominus} , the tie must begin inside-out. **b.** The four-in-hand, denoted by the sequence $L_{\ominus} R_{\ominus} C_{\ominus} T$. **c.** A knot may be represented by a persistent random walk on a triangular lattice. The example shown is the four-in-hand, indicated by the walk $\uparrow\uparrow\uparrow\downarrow$.





Table 1 **Aesthetic tie knots**


h	γ	γ/h	$K(h, \gamma)$	s	b	Name	Sequence
3	1	0.33	1	0	0		$L_{\circ}R_{\circ}C_{\circ}T$
4	1	0.25	1	-1	1	Four-in-hand	$L_{\circ}R_{\circ}L_{\circ}C_{\circ}T$
5	2	0.40	2	-1	0	Pratt knot	$L_{\circ}C_{\circ}R_{\circ}L_{\circ}C_{\circ}T$
6	2	0.33	4	0	0	Half-Windsor	$L_{\circ}R_{\circ}C_{\circ}L_{\circ}R_{\circ}C_{\circ}T$
7	2	0.29	6	-1	1		$L_{\circ}R_{\circ}L_{\circ}C_{\circ}R_{\circ}L_{\circ}C_{\circ}T$
7	3	0.43	4	0	1		$L_{\circ}C_{\circ}R_{\circ}C_{\circ}L_{\circ}R_{\circ}C_{\circ}T$
8	2	0.25	8	0	2		$L_{\circ}R_{\circ}L_{\circ}C_{\circ}R_{\circ}L_{\circ}R_{\circ}C_{\circ}T$
8	3	0.38	12	-1	0	Windsor	$L_{\circ}C_{\circ}R_{\circ}L_{\circ}C_{\circ}R_{\circ}L_{\circ}C_{\circ}T$
9	3	0.33	24	0	0		$L_{\circ}R_{\circ}C_{\circ}L_{\circ}R_{\circ}C_{\circ}L_{\circ}R_{\circ}C_{\circ}T$
9	4	0.44	8	-1	2		$L_{\circ}C_{\circ}R_{\circ}C_{\circ}L_{\circ}C_{\circ}R_{\circ}L_{\circ}C_{\circ}T$


Knots are characterized by half-winding number h , centre number γ , centre fraction γ/h , knots per class $K(h, \gamma)$, symmetry s , balance b , name and sequence.

 h = number of moves

 γ = number of center moves

 $K(h, \gamma) = 2^{\gamma-1} \binom{h-\gamma-2}{\gamma-1}$

 $s = \sum_{i=1}^h x_i$ where $x = -1$ for L and $+1$ for R .

 $b = \frac{1}{2} \sum_{i=2}^{h-1} |\omega_i + \omega_{i-1}|$ where $\omega = \pm 1$ represents winding direction.

Random

Randomness

References



Irregular verbs

Cleaning up the code that is English:



"Quantifying the evolutionary dynamics of language" ↗

Lieberman et al.,
Nature, **449**, 713–716, 2007. [2]

Random

Randomness

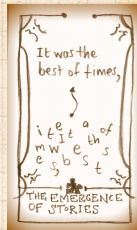
References



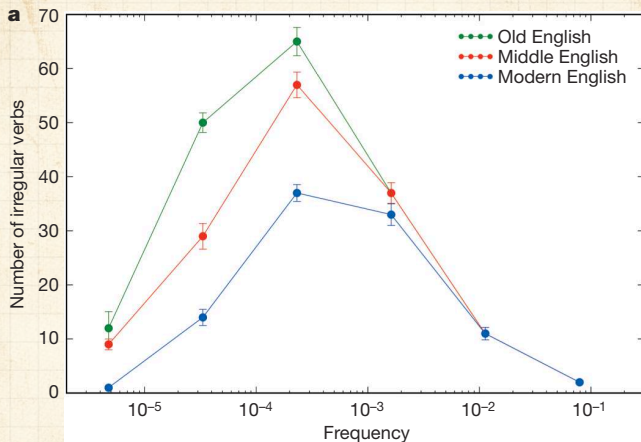
Exploration of how verbs with irregular conjugation gradually become regular over time.



Comparison of verb behavior in Old, Middle, and Modern English.



Irregular verbs



Random

Randomness

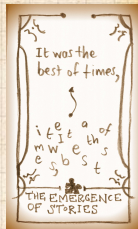
References



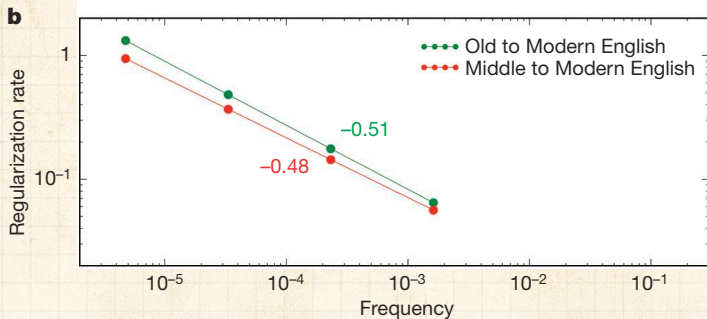
Universal tendency towards regular conjugation



Rare verbs tend to be regular in the first place



Irregular verbs



Random

Randomness

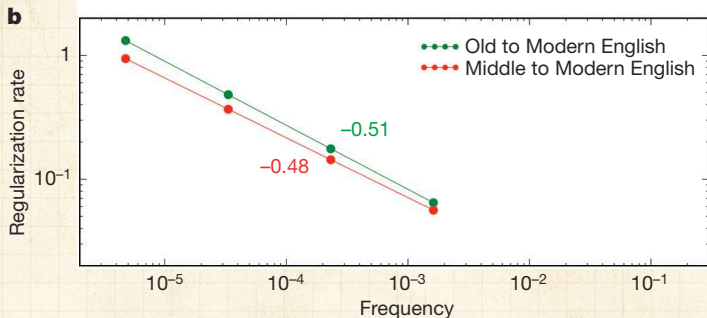
References



Rates are relative.



Irregular verbs



Random

Randomness

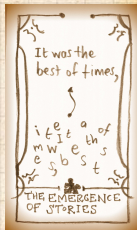
References



Rates are relative.



The more common a verb is, the more resilient it is to change.



Irregular verbs

Table 1 | The 177 irregular verbs studied

Frequency	Verbs	Regularization (%)	Half-life (yr)
10^{-1} -1	be, have	0	38,800
10^{-2} - 10^{-1}	come, do, find, get, give, go, know, say, see, take, think	0	14,400
10^{-3} - 10^{-2}	begin, break, bring, buy, choose, draw, drink, drive, eat, fall, fight, forget, grow, hang, help , hold, leave, let, lie, lose, reach , rise, run, seek, set, shake, sit, sleep, speak, stand, teach, throw, understand, walk , win, work , write	10	5,400
10^{-4} - 10^{-3}	arise, bake , bear, beat, bind, bite, blow, bow , burn, burst, carve , chew , climb , cling, creep, dare , dig, drag , flee, float , flow , fly, fold , freeze, grind, leap, lend, lock , melt, reckon , ride, rush , shape , shine, shoot, shrink, sigh , sing, sink, slide, slip , smoke , spin, spring, starve , steal, step , stretch , strike, stroke , suck , swallow , swear, sweep, swim, swing, tear, wake, wash, weave, weep, weigh , wind, yell , yield	43	2,000
10^{-5} - 10^{-4}	bark , bellow, bid, blend , braid, brew, cleave, cringe, crow, dive, drip, fare, fret, glide, gnaw, grip, heave, knead, low, milk, mourn, mow, prescribe , redden, reek, row, scrape, seethe, shear, shed, shove , slay, slit, smite , sow, span, spurn, sting, stink, strew, stride, swell, tread , uproot, wade , warp, wax, wield, wring, writhe	72	700
10^{-6} - 10^{-5}	bide , chide, delve, flay, hew, rue, shrive, slink, snip , spew, sup, wreak	91	300

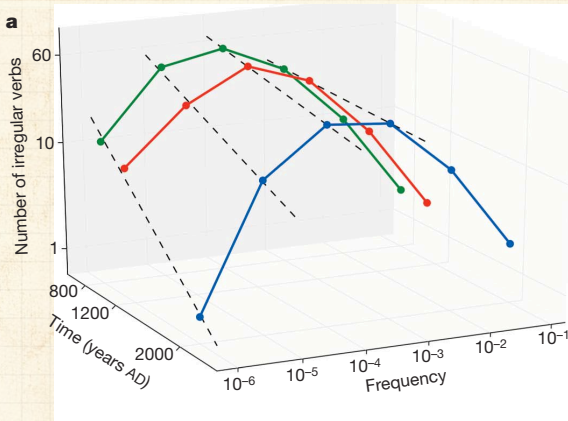
177 Old English irregular verbs were compiled for this study. These are arranged according to frequency bin, and in alphabetical order within each bin. Also shown is the percentage of verbs in each bin that have regularized. The half-life is shown in years. Verbs that have regularized are indicated in red. As we move down the list, an increasingly large fraction of the verbs are red; the frequency-dependent regularization of irregular verbs becomes immediately apparent.



Red = regularized



Estimates of half-life for regularization ($\propto f^{1/2}$)




'Wed' is next to go.

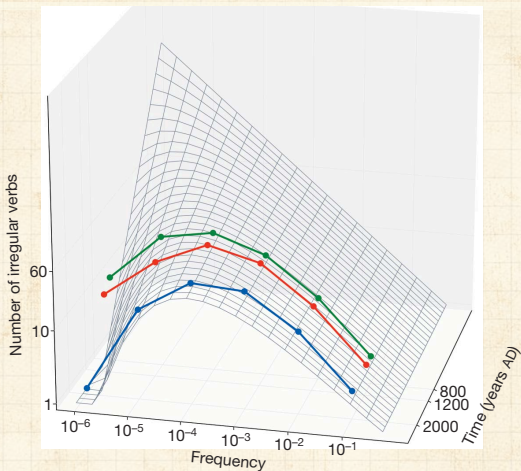



-ed is the winning rule...

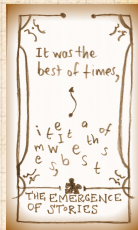


But 'snuck' is sneaking up on sneaked.  [3]





 Projecting back in time to proto-Zipf story of many tools.



Personality distributions:



"A Theory of the Emergence, Persistence, and Expression of Geographic Variation in Psychological Characteristics" ↗

Rentfrow, Gosling, and Potter,
Perspectives on Psychological Science, **3**,
339-369, 2008. [5]

Random

Randomness

References

Five Factor Model (FFM):



Extraversion [E]



Agreeableness [A]



Conscientiousness [C]



Neuroticism [N]



Openness [O]

"...a robust and widely accepted framework for conceptualizing the structure of personality... Although the FFM is not universally accepted in the field..." [5]



Personality distributions:



"A Theory of the Emergence, Persistence, and Expression of Geographic Variation in Psychological Characteristics" ↗






Rentfrow, Gosling, and Potter,
Perspectives on Psychological Science, **3**,
339-369, 2008. [5]

Random

Randomness

References

Five Factor Model (FFM):

-  Extraversion [E]
-  Agreeableness [A]
-  Conscientiousness [C]
-  Neuroticism [N]
-  Openness [O]

"...a robust and widely accepted framework for conceptualizing the structure of personality... Although the FFM is not universally accepted in the field..." [5]

A concern: self-reported data.



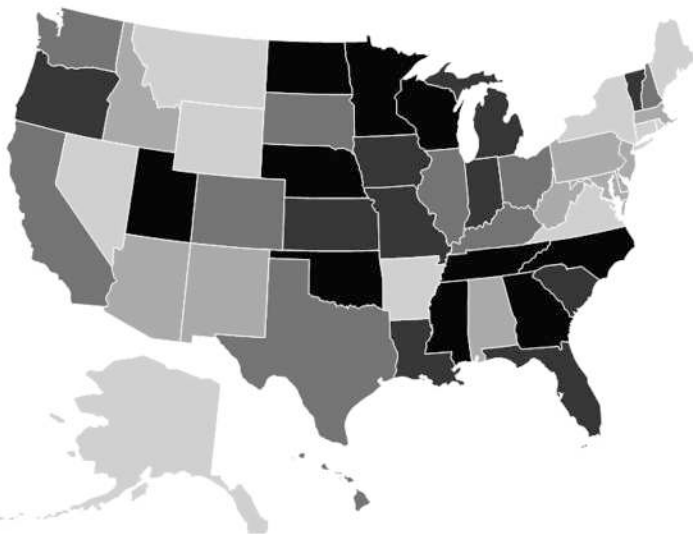
Agreeableness:

COcoNuTS
@networksvox

Interesting Things

Agreeableness

■ Top-10 States ■ 2nd Quintile ■ 3rd Quintile ■ 4th Quintile ■ 5th Quintile



[Random](#)

[Randomness](#)

[References](#)



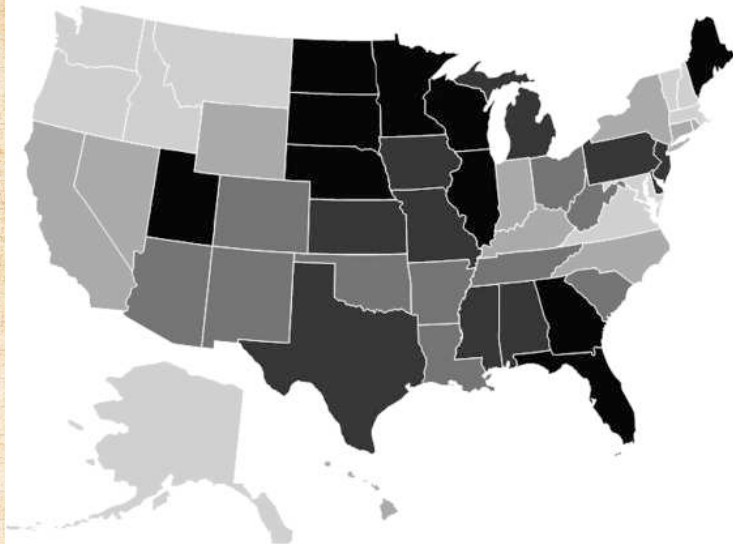
Extraversion:

COcoNuTS
@networksvox

Interesting Things

Extraversion

■ Top-10 States ■ 2nd Quintile ■ 3rd Quintile ■ 4th Quintile ■ 5th Quintile



[Random](#)

[Randomness](#)

[References](#)



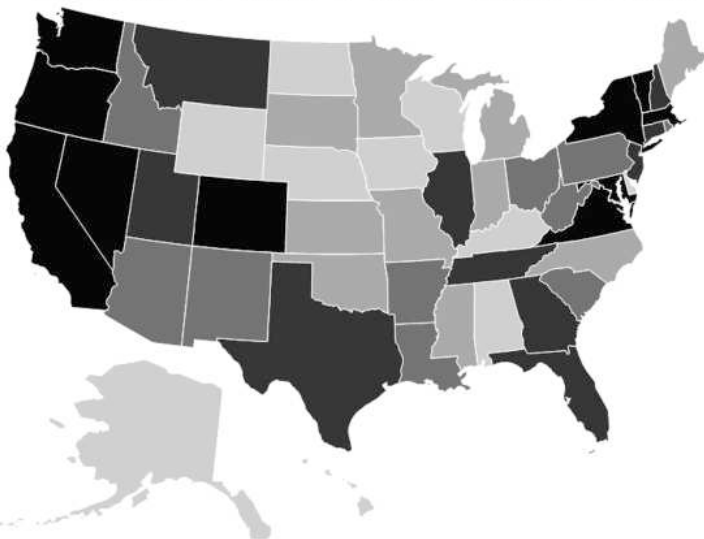
Openness

COcoNuTS
@networksvox

Interesting Things

Openness

■ Top-10 States ■ 2nd Quintile ■ 3rd Quintile ■ 4th Quintile ■ 5th Quintile



[Random](#)

[Randomness](#)

[References](#)

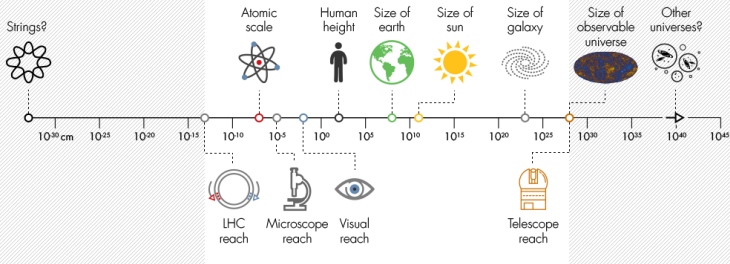


Limits of testability and happiness in Science:

From A Fight for the soul of Science ↗ in Quanta Magazine (2016/02):

The Ends of Evidence

Humans can probe the universe over a vast range of scales (white area), but many modern physics theories involve scales outside of this range (grey).



Random
Randomness
References



Europe:

COcoNuTS
@networksvox

Interesting Things

Random

Randomness

References



Many errors called out in comments. Why hasn't this been done well?



John Conway's Doomsday rule for determining a date's day of the week:

Doomsdays for the Gregorian calendar

Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
1898	1899	1900	1901	1902	1903	→	1904	1905	1906	1907	→	1908	1909
1910	1911	→	1912	1913	1914	1915	→	1916	1917	1918	1919	→	1920
1921	1922	1923	→	1924	1925	1926	1927	→	1928	1929	1930	1931	→
1932	1933	1934	1935	→	1936	1937	1938	1939	→	1940	1941	1942	1943
→	1944	1945	1946	1947	→	1948	1949	1950	1951	→	1952	1953	1954
1955	→	1956	1957	1958	1959	→	1960	1961	1962	1963	→	1964	1965
1966	1967	→	1968	1969	1970	1971	→	1972	1973	1974	1975	→	1976
1977	1978	1979	→	1980	1981	1982	1983	→	1984	1985	1986	1987	→
1988	1989	1990	1991	→	1992	1993	1994	1995	→	1996	1997	1998	1999
→	2000	2001	2002	2003	→	2004	2005	2006	2007	→	2008	2009	2010
2011	→	2012	2013	2014	2015	→	2016	2017	2018	2019	→	2020	2021
2022	2023	→	2024	2025	2026	2027	→	2028	2029	2030	2031	→	2032
2033	2034	2035	→	2036	2037	2038	2039	→	2040	2041	2042	2043	→
2044	2045	2046	2047	→	2048	2049	2050	2051	→	2052	2053	2054	2055
→	2056	2057	2058	2059	→	2060	2061	2062	2063	→	2064	2065	2066
2067	→	2068	2069	2070	2071	→	2072	2073	2074	2075	→	2076	2077
2078	2079	→	2080	2081	2082	2083	→	2084	2085	2086	2087	→	2088
2089	2090	2091	→	2092	2093	2094	2095	→	2096	2097	2098	2099	2100

Random

Randomness

References



Works for Gregorian (1582–, haphazardly) and the increasingly inaccurate Julian calendars (400 and 28 years cycles).



Apparently inspired by Lewis Carroll's work on a perpetual calendar.



Outline:

- ☰ Determine “anchor day” for a given century, then find Doomsday for a given year in that century.
- ☰ Remember special Doomsday dates and work from there.
- ☰ Naturally: Load this year’s Doomsday into brain.

[Random](#)[Randomness](#)[References](#)Century’s anchor day (Gregorian, Sunday \equiv 0):

$$5 \times \left(\left\lfloor \frac{YYYY}{100} \right\rfloor \bmod 4 \right) \bmod 7 + \text{Tuesday}$$

Offset:

$$\left(365YY + \left\lfloor \frac{YY}{4} \right\rfloor \right) \bmod 7 = \left(YY + \left\lfloor \frac{YY}{4} \right\rfloor \right) \bmod 7$$



Memorable Doomsdays:

Month	Memorable date	Month/Day	Mnemonic ^[6]
January	January 3 (common years), January 4 (leap years)	1/3 or 1/4	the 3rd 3 years in 4 and the 4th in the 4th
February	February 28 (common years), February 29 (leap years)	2/28 or 2/29	last day of February
March	"March 0"	3/0	last day of February
April	April 4	4/4	4/4 , 6/6, 8/8, 10/10, 12/12
May	May 9	5/9	9-to-5 at 7-11
June	June 6	6/6	4/4, 6/6 , 8/8, 10/10, 12/12
July	July 11	7/11	9-to-5 at 7-11
August	August 8	8/8	4/4, 6/6, 8/8 , 10/10, 12/12
September	September 5	9/5	9-to-5 at 7-11
October	October 10	10/10	4/4, 6/6, 8/8, 10/10 , 12/12
November	November 7	11/7	9-to-5 at 7-11
December	December 12	12/12	4/4, 6/6, 8/8, 10/10, 12/12



Pi day (March 14), July 4, Halloween, and Boxing Day are always Doomsdays.



Random

Randomness

References

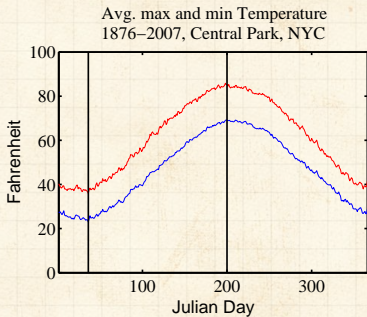
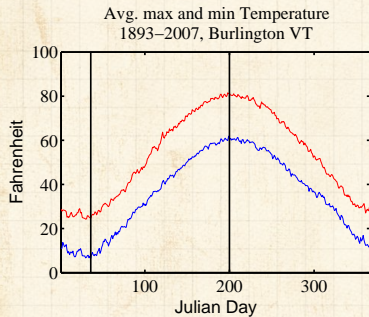


The bissextile year

"The Julian calendar, which was developed in 46 BC by Julius Caesar, and became effective in 45 BC, distributed an extra ten days among the months of the Roman Republican calendar. Caesar also replaced the intercalary month by a single intercalary day, located where the intercalary month used to be. To create the intercalary day, the existing ante diem sextum Kalendas Martias (February 24) was doubled, producing ante diem bis sextum Kalendas Martias. Hence, the year containing the doubled day was a bissextile (bis sextum, "twice sixth") year. For legal purposes, the two days of the bis sextum were considered to be a single day, with the second half being intercalated; but in common practice by 238, when Censorinus wrote, the intercalary day was followed by the last five days of February, a. d. VI, V, IV, III and pridie Kal. Mart. (the days numbered 24, 25, 26, 27, and 28 from the beginning of February in a common year), so that the intercalated day was the first half of the doubled day. Thus the intercalated day was effectively inserted between the 23rd and 24th days of February."







The Teletherm, an early conception:



Random

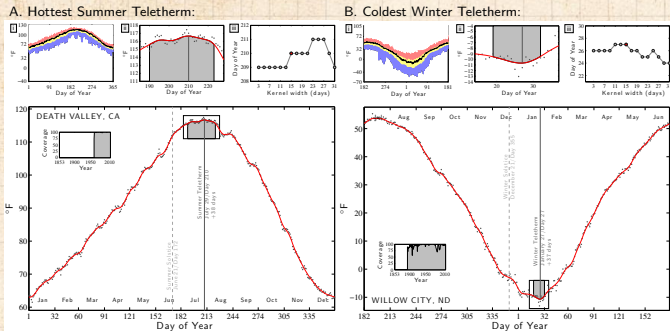
Randomness

References

-  Hibernial Teletherm \approx February 4.
-  Halfway between Winter Solstice and Spring Equinox
-  Bonus: [Groundhog Day](#)[↗], [Imbolc](#)[↗], ...
-  Aesteval Teletherm \approx July 19 (164 days later).



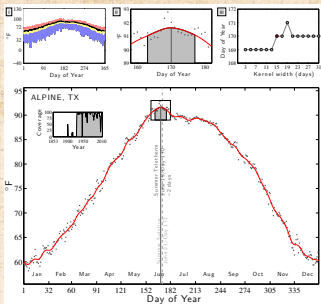
In review: "Tracking the Teletherms: The spatiotemporal dynamics of the hottest and coldest days of the year" ↗, Dodds, Mitchell, Reagan, and Danforth.



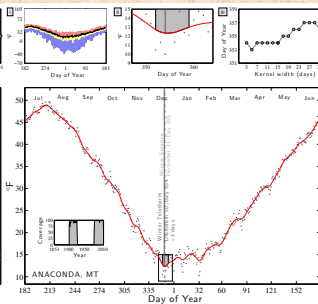
- 2 × 1218 similar figures for the US.
- 6000ish pages of Supplementary Information (all figures)
- Interactive website. ↗



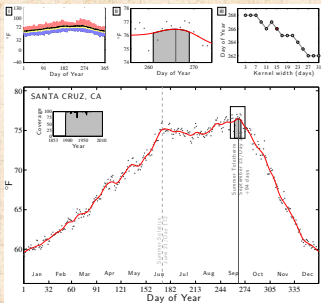
A. Earliest Summer Teletherm:



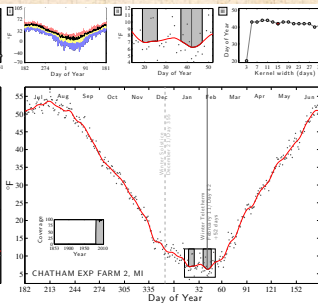
B. Earliest Winter Teletherm:

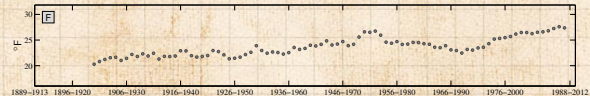
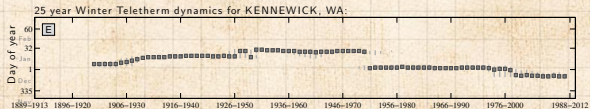
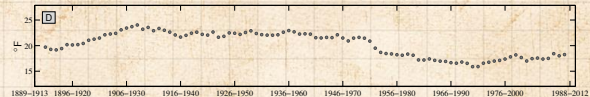
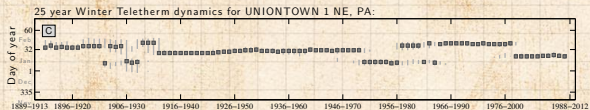
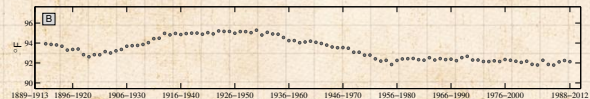
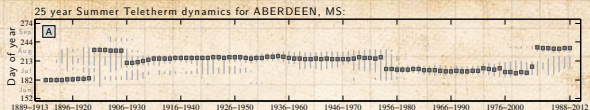


C. Latest Summer Teletherm:

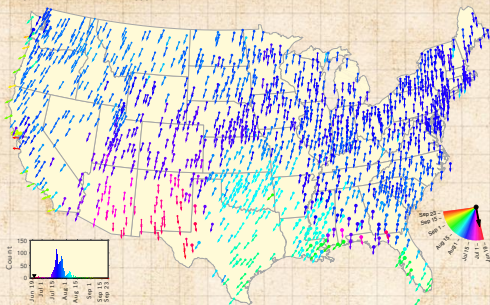


D. Latest Winter Teletherm:

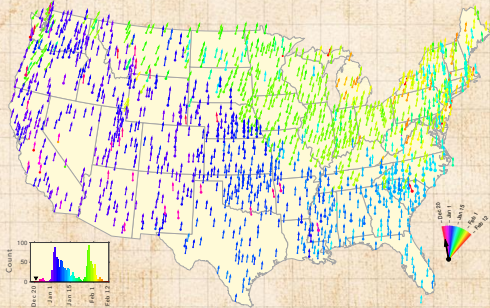




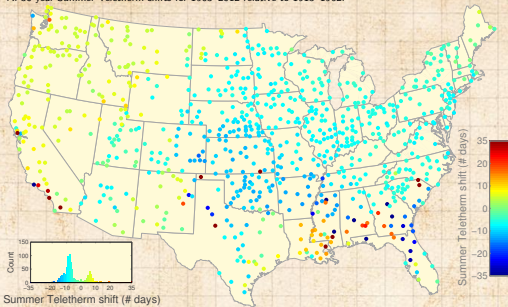
A. Summer Teletherms for 1853-2012:



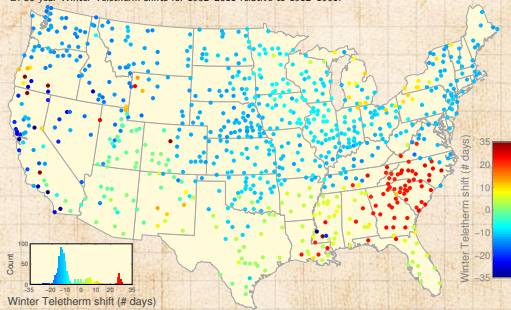
B. Winter Teletherms for 1853-2011:



A. 50 year Summer Teletherm shifts for 1963–2012 relative to 1913–1962:



B. 50 year Winter Teletherm shifts for 1962–2011 relative to 1912–1961:



Random
Randomness
References



Homo nonprobabilisticus, continued:

COcoNuTS
@networksvox

Interesting Things



Random

Randomness

References



Homo nonprobabilisticus, continued:

 Important detour: The final digits of primes are not entirely random  (how did we not know this?).

COcoNuTS
@networksvox

Interesting Things



Random


Randomness

References



Homo nonprobabilisticus, continued:

 Important detour: The final digits of primes are not entirely random  (how did we not know this?).



 Start flipping a coin ...





Homo nonprobabilisticus, continued:

COcoNuTS
@networksvox

Interesting Things

 Important detour: The final digits of primes are not entirely random  (how did we not know this?).

 Start flipping a coin ...

 Two tosses: What are the probabilities of flipping (1) *HH* and (2) *HT*?






Random

Randomness

References



Homo nonprobabilisticus, continued:

-  Important detour: The final digits of primes are not entirely random  (how did we not know this?).
-  Start flipping a coin ...
-  Two tosses: What are the probabilities of flipping (1) *HH* and (2) *HT*?
-  Flip a coin $n \geq 2$ times: What are the probabilities that the last two tosses are (1) *HH* or (2) *HT*?







Random

Randomness

References



Homo nonprobabilisticus, continued:

-  Important detour: The final digits of primes are not entirely random  (how did we not know this?).
-  Start flipping a coin ...
-  Two tosses: What are the probabilities of flipping (1) *HH* and (2) *HT*?
-  Flip a coin $n \geq 2$ times: What are the probabilities that the last two tosses are (1) *HH* or (2) *HT*?
-  Estimate: On average, how many flips does it take to first see the sequence *HT*?








Random

Randomness

References



Homo nonprobabilisticus, continued:

-  Important detour: The final digits of primes are not entirely random  (how did we not know this?).
-  Start flipping a coin ...
-  Two tosses: What are the probabilities of flipping (1) HH and (2) HT ?
-  Flip a coin $n \geq 2$ times: What are the probabilities that the last two tosses are (1) HH or (2) HT ?
-  Estimate: On average, how many flips does it take to first see the sequence HT ?
-  Estimate: On average, how many flips does it take to first see the sequence HH ?


Random

Randomness

References




Homo nonprobabilisticus, continued:

- Important detour: The final digits of primes are not entirely random  (how did we not know this?).
- Start flipping a coin ...
- Two tosses: What are the probabilities of flipping (1) HH and (2) HT ?
- Flip a coin $n \geq 2$ times: What are the probabilities that the last two tosses are (1) HH or (2) HT ?
- Estimate: On average, how many flips does it take to first see the sequence HT ?
- Estimate: On average, how many flips does it take to first see the sequence HH ?
- What's the probability of first flipping a HT sequence on the $n - 1$ th and n th flips?



Homo nonprobabilisticus, continued:

- Important detour: The final digits of primes are not entirely random  (how did we not know this?).
- Start flipping a coin ...
- Two tosses: What are the probabilities of flipping (1) HH and (2) HT ?
- Flip a coin $n \geq 2$ times: What are the probabilities that the last two tosses are (1) HH or (2) HT ?
- Estimate: On average, how many flips does it take to first see the sequence HT ?
- Estimate: On average, how many flips does it take to first see the sequence HH ?
- What's the probability of first flipping a HT sequence on the $n - 1$ th and n th flips?
- What's the probability of first flipping two heads in a row (HH) on the $(n - 1)$ th and n th flips?

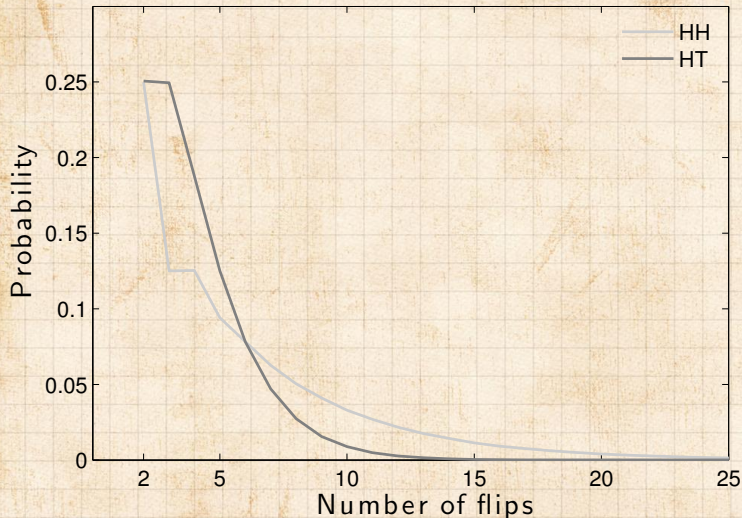
Random

Randomness

References



Homo nonprobabilisticus, continued:



Random
Randomness
References



Average number of flips: 4 and 6.



Universal numbers

COcoNuTS
@networksvox

Interesting Things

Random

Randomness

References

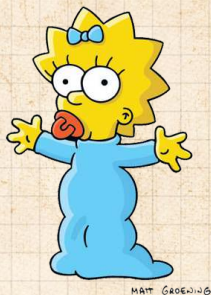


MATT GROENING

From [here](#).



Universal numbers



Accidents of evolution¹ give us
 $5 + 5 = 10$ fingers and hence
base 10.

From [here](#).



Universal numbers



MATT GROENING

From [here](#).



Accidents of evolution¹ give us $5 + 5 = 10$ fingers and hence base 10.



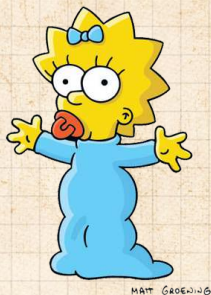
We could be happy with base 6, 8, 12, ...

Random

Randomness

References





From [here](#).

- Accidents of evolution¹ give us $5 + 5 = 10$ fingers and hence base 10.
- We could be happy with base 6, 8, 12, ...
- We like these:
 - 60 seconds in a minute
 - 60 minutes in an hour.
 - $2 \times 12 = 24$ hours in a day.
 - 360 degrees in a circle.

Random

Randomness

References





MATT GROENING

From [here](#).



Accidents of evolution¹ give us $5 + 5 = 10$ fingers and hence base 10.



We could be happy with base 6, 8, 12, ...



We like these:



60 seconds in a minute



60 minutes in an hour.



$2 \times 12 = 24$ hours in a day.



360 degrees in a circle.



¹Maybe 5 fingers are [not an accident](#).


We've liked these kinds of numbers for a long time: ↗




𐍪 1	𐍪𐍪 11	𐍪𐍪𐍪 21	𐍪𐍪𐍪𐍪 31	𐍪𐍪𐍪𐍪𐍪 41	𐍪𐍪𐍪𐍪𐍪𐍪 51
𐍪𐍪 2	𐍪𐍪𐍪 12	𐍪𐍪𐍪𐍪 22	𐍪𐍪𐍪𐍪𐍪 32	𐍪𐍪𐍪𐍪𐍪𐍪 42	𐍪𐍪𐍪𐍪𐍪𐍪𐍪 52
𐍪𐍪𐍪 3	𐍪𐍪𐍪𐍪 13	𐍪𐍪𐍪𐍪𐍪 23	𐍪𐍪𐍪𐍪𐍪𐍪 33	𐍪𐍪𐍪𐍪𐍪𐍪𐍪 43	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 53
𐍪𐍪𐍪𐍪 4	𐍪𐍪𐍪𐍪𐍪 14	𐍪𐍪𐍪𐍪𐍪𐍪 24	𐍪𐍪𐍪𐍪𐍪𐍪𐍪 34	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 44	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 54
𐍪𐍪𐍪𐍪𐍪 5	𐍪𐍪𐍪𐍪𐍪𐍪 15	𐍪𐍪𐍪𐍪𐍪𐍪𐍪 25	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 35	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 45	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 55
𐍪𐍪𐍪𐍪𐍪𐍪 6	𐍪𐍪𐍪𐍪𐍪𐍪𐍪 16	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 26	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 36	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 46	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 56
𐍪𐍪𐍪𐍪𐍪𐍪𐍪 7	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 17	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 27	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 37	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 47	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 57
𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 8	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 18	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 28	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 38	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 48	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 58
𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 9	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 19	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 29	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 39	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 49	𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪𐍪 59
𐍪 10	𐍪𐍪 20	𐍪𐍪𐍪 30	𐍪𐍪𐍪𐍪 40	𐍪𐍪𐍪𐍪𐍪 50	

[Random](#)

[Randomness](#)

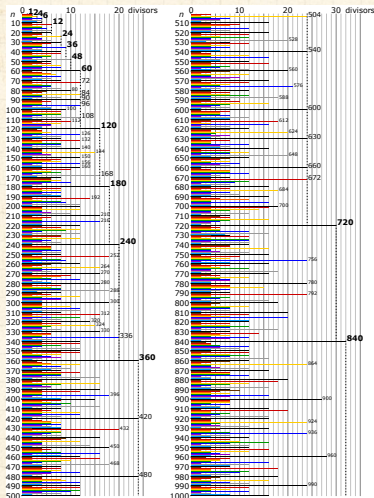
[References](#)

 2000 BC: Babylonian base 60/Sexagesimal system.

 Other bases  (or radices): 2, 10, 12 (duodecimal/dozenal ) , 6 (senary), 8, 16, 20 (vigesimal), 60.



Highly composite numbers: ↗



HCN = natural number with more divisors than any smaller natural number.

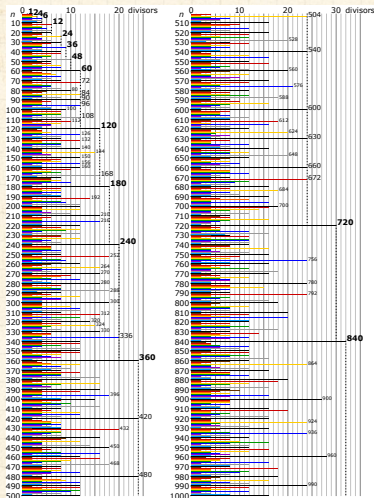
Random

Randomness

References




Highly composite numbers:



HCN = natural number with more divisors than any smaller natural number.



2, 4, 6, 12, 24, 36, 48, 60, 120, 180, 240, 360, 720, 840, 1260, 1680, 2520, 5040 (Plato's optimal city population ) , ...

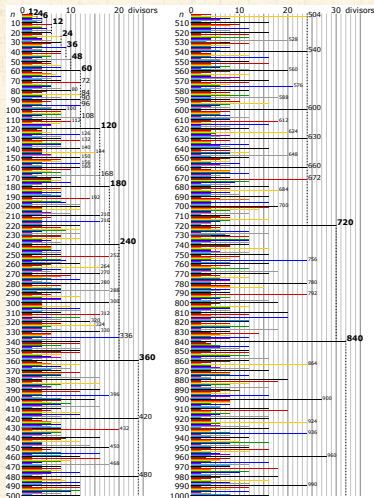
Random

Randomness

References




Highly composite numbers:




HCN = natural number with more divisors than any smaller natural number.



2, 4, 6, 12, 24, 36, 48, 60, 120, 180, 240, 360, 720, 840, 1260, 1680, 2520, 5040 (Plato's optimal city population ) , ...



OEIS sequence A002182 

Random

Randomness

References




Superior highly composite numbers: ↗

# prime factors	SHCN n	prime factorization	prime exponents	# divisors d(n)	primorial factorization	
1	2	2	1	2	2	2
2	6	2 · 3	1,1	2 ²	4	6
3	12	2 ² · 3	2,1	3×2	6	2 · 6
4	60	2 ² · 3 · 5	2,1,1	3×2 ²	12	2 · 30
5	120	2 ³ · 3 · 5	3,1,1	4×2 ²	16	2 ² · 30
6	360	2 ³ · 3 ² · 5	3,2,1	4×3×2	24	2 · 6 · 30
7	2520	2 ³ · 3 ² · 5 · 7	3,2,1,1	4×3×2 ²	48	2 · 6 · 210
8	5040	2 ⁴ · 3 ² · 5 · 7	4,2,1,1	5×3×2 ²	60	2 ² · 6 · 210
9	55440	2 ⁴ · 3 ² · 5 · 7 · 11	4,2,1,1,1	5×3×2 ³	120	2 ² · 6 · 2310
10	720720	2 ⁴ · 3 ² · 5 · 7 · 11 · 13	4,2,1,1,1,1	5×3×2 ⁴	240	2 ² · 6 · 30030

Random

Randomness

References


 SHCN = natural number n whose number of divisors exceeds that of any other number when scaled relative to itself in a sneaky way:

$$\frac{d(n)}{n^\epsilon} \geq \frac{d(j)}{j^\epsilon} \text{ and } \frac{d(n)}{n^\epsilon} > \frac{d(k)}{k^\epsilon}$$

for $j < n < k$ and some $\epsilon > 0$.




There's more: Superabundant numbers


 n is superabundant if:

$$\frac{\sigma_1(n)}{n} > \frac{\sigma_1(j)}{j}$$


for $j < n$ and where $\sigma_x(n) = \sum_{d|n} d^x$ is the divisor function.

 449 numbers are both superabundant and highly composite.


Yet more: Colossally abundant numbers:


 n is colossally abundant if for all j and some $\epsilon > 0$:

$$\frac{\sigma_1(n)}{n^{1+\epsilon}} \geq \frac{\sigma_1(j)}{j^{1+\epsilon}}$$

 Infinitely many but only 22 less than 10^{18} .



Some very, very silly units of measurement
courtesy of the Imperial system 

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.

Random

Randomness

References

Also:



Some very, very silly units of measurement courtesy of the Imperial system ↗:

🧱 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.

🧱 1 acre = 1 furlong × 1 chain = 43,560 square feet.

Random


Randomness


References


Also:



Some very, very silly units of measurement courtesy of the Imperial system

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.

 1 acre = 1 furlong \times 1 chain = 43,560 square feet.

 160 fluid ounces in a gallon.

Random


Randomness


References


Also:




Some very, very silly units of measurement courtesy of the Imperial system ↗:

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.

 1 acre = 1 furlong × 1 chain = 43,560 square feet.

 160 fluid ounces in a gallon.

 14 pounds in a stone.

Also:


Random


Randomness


References





Some very, very silly units of measurement courtesy of the Imperial system ↗:

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.

 1 acre = 1 furlong × 1 chain = 43,560 square feet.

 160 fluid ounces in a gallon.

 14 pounds in a stone.

 Hundredweight = 112 pounds.

Also:


Random


Randomness


References





Some very, very silly units of measurement courtesy of the Imperial system ↗:

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.


 1 acre = 1 furlong \times 1 chain = 43,560 square feet.

 160 fluid ounces in a gallon.

 14 pounds in a stone.

 Hundredweight = 112 pounds.

Also:

 Fahrenheit, Celcius, and Kelvin.


Random


Randomness


References





Some very, very silly units of measurement courtesy of the Imperial system ↗:

 22 yards in a chain = 1 cricket pitch, 100 links in a chain, 10 chains in a furlong, 80 chains in a mile.


 1 acre = 1 furlong \times 1 chain = 43,560 square feet.


 160 fluid ounces in a gallon.

 14 pounds in a stone.

 Hundredweight = 112 pounds.

Also:

 Fahrenheit, Celcius, and Kelvin.

 The entire metric system.

Random

Randomness

References



Training with stories as fuel:



Random

Randomness

References



Randomness:




Random

Randomness

References



References I

- [1] T. M. Fink and Y. Mao.
Designing tie knots by random walks.
[Nature](#), 398:31–32, 1999. [pdf](#) 
- [2] E. Lieberman, J.-B. Michel, J. Jackson, T. Tang, and M. A. Nowak.
Quantifying the evolutionary dynamics of language.
[Nature](#), 449:713–716, 2007. [pdf](#) 
- [3] J.-B. Michel, Y. K. Shen, A. P. Aiden, A. Veres, M. K. Gray, T. G. B. Team, J. P. Pickett, D. Hoiberg, D. Clancy, P. Norvig, J. Orwant, S. Pinker, M. A. Nowak, and E. A. Lieberman.
Quantitative analysis of culture using millions of digitized books.
[Science Magazine](#), 2010. [pdf](#) 

Random

Randomness

References



References II

[4] T. A. Mir.

Citations to articles citing Benford's law: A Benford analysis, 2016.

Preprint available at

<http://arxiv.org/abs/1602.01205>. pdf ↗

Random

Randomness

References

[5] P. J. Rentfrow, S. D. Gosling, and J. Potter.

A theory of the emergence, persistence, and expression of geographic variation in psychological characteristics.

[Perspectives on Psychological Science](#), 3:339–369, 2008. pdf ↗

[6] D. Silver et al.

Mastering the game of Go with deep neural networks and tree search.

[Nature](#), 529:484–489, 2016. pdf ↗



References III

- [7] A. Tero, S. Takagi, T. Saigusa, K. Ito, D. P. Bebbler, M. D. Fricker, K. Yumiki, R. Kobayashi, and T. Nakagaki.

Rules for biologically inspired adaptive network design.

[Science](#), 327(5964):439–442, 2010. pdf 